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21 Session P11: visualization systems and image-based   77%
visualization: Sea of images
Daniel G. Aliaga , Thomas Funkhouser , Dimah Yanovsky , Ingrid
Carlbom
Proceedings of the conference on Visualization '02 October 2002
   A long-standing research problem in computer graphics is to
   reproduce the visual experience of walking through a large
   photorealistic environment interactively. On one hand, traditional
   geometry-based rendering systems fall short of simulating the
   visual realism of a complex environment. On the other hand,
   image-based rendering systems have to date been unable to
   capture and store a sampled representation of a large environment
   with complex lighting and visibility effects.In this paper, we prese
   ...

22 Session P9: interactive volume rendering: RTVR: a flexible java   77%
library for interactive volume rendering
Lukas Mroz , Helwig Hauser
Proceedings of the conference on Visualization 2001 October 2001
   This paper presents several distinguishing design features of RTVR
   - a Java-based library for real-time volume rendering. We
   describe, how the careful design of data structures, which in our
   case are based on voxel enumeration, and an intelligent use of

look-up tables enable interactive volume rendering even on low-end PC hardware. By assigning voxels to distinct objects within the volume and by using an individual setup and combination of look-up tables for each object, object-aware rendering i ...

23 Object-based image editing   77%

William A. Barrett , Alan S. Cheney
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

We introduce Object-Based Image Editing (OBIE) for real-time animation and manipulation of static digital photographs. Individual image objects (such as an arm or nose, Figure 1) are selected, scaled, stretched, bent, warped or even deleted (with automatic *hole filling*) - *at the object, rather than the pixel level* - using simple gesture motions with a mouse. OBIE gives the user direct, local control over object shape, size, and placement while dramatically reducing the time require ...

24 Hierarchical pattern mapping   77%

Cyril Soler , Marie-Paule Cani , Alexis Angelidis
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

We present a multi-scale algorithm for mapping a texture defined by an input image onto an arbitrary surface. It avoids the generation and storage of a new, specific texture. The idea is to progressively cover the surface by texture patches of various sizes and shapes, selected from a single input image. The process starts with large patches. A mapping that minimizes the texture fitting error with already textured neighbouring patches is selected. When this error is above a threshold, the patch ...

25 Precomputed radiance transfer for real-time rendering in   77%

dynamic, low-frequency lighting environments
Peter-Pike Sloan , Jan Kautz , John Snyder
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

We present a new, real-time method for rendering diffuse and glossy objects in low-frequency lighting environments that

captures soft shadows, interreflections, and caustics. As a preprocess, a novel global transport simulator creates functions over the object's surface representing transfer of arbitrary, low-frequency incident lighting into *transferred radiance* which includes global effects like shadows and interreflections from the object onto itself. At run-time, these transfer functio ...

26 Homomorphic factorization of BRDF-based lighting computation   77%
Lutz Latta , Andreas Kolb
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

Several techniques have been developed to approximate Bidirectional Reflectance Distribution Functions (BRDF) with acceptable quality and performance for realtime applications. The recently published *Homomorphic Factorization* by McCool et al. is a general approximation approach that can be used with various setups and for different quality requirements.In this paper we propose a new technique based on the Homomorphic Factorization. Instead of approximating the BRDF, our technique factoriz ...

27 A system for geographical and spatial data exploration on the   77%
internet
Celyn S. L. Chan , Tony K. Y. Chan , Edmond C. Prakash
Selected papers from the Pan-Sydney workshop on Visualisation - Volume 2 December 2000

Developing a detailed 3D conceptual spatial data model and incorporating it for visualization, is a promising method of Spatial Data Exploration for a variety of applications especially in the display, analysis and interpretation of useful and timely meteorological and geographical information. Spatial Data Exploration is quite complex due to the following factors:i) the spatial nature of data that is being processedii) time-variant nature of data.In this paper we present a new system that can u ...

28 Session E: Interaction in mixed realities: Interacting with   77%
spatially augmented reality
Ramesh Raskar , Kok-Lim Low
Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation November 2001

We present the notion of projector-based *spatially augmented reality* (SAR), and explore how it can be used as an effective user interface to enable users to easily and naturally interact with their

real physical environment and the virtual environment. In SAR, the user's physical environment is illuminated with images projected from the projectors. We then describe a framework that can easily incorporate different types of interactions on a continuum of display surfaces and input devices. ...

29 Session A: Computer graphics: Implementation and applications 77%
of the distortion operator
Shaun Bangay
Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation November 2001
> The distortion operator transforms 2D images in a manner similar to image warping or morphing, allowing source pixels to be mapped to any destination pixel. This operator can be implemented on current hardware, allowing at least one distortion per frame at interactive frame rates. Potential applications are numerous, but those described include re-mapping images for correct projection onto curved screens, correcting camera distortion from multiple sources simultaneously, and allowing constant ti ...

30 Display Devices: Life-sized projector-based dioramas   77%
Kok-Lim Low , Greg Welch , Anselmo Lastra , Henry Fuchs
Proceedings of the ACM symposium on Virtual reality software and technology November 2001
> We introduce an idea and some preliminary results for a new projector-based approach to re-creating real and imagined sites. Our goal is to achieve re-creations that are both visually and spatially realistic, providing a small number of relatively unencumbered users with a strong sense of immersion as they jointly *walk*around the virtual site.Rather than using head-mounted or general-purpose projector-based displays, our idea builds on previous projector-based work on *spatially-augmente ...*

31 Papers: Information visualization: A framework for unifying   77%
presentation space
M. S. T. Carpendale , Catherine Montagnese
Proceedings of the 14th annual ACM symposium on User interface software and technology November 2001
> Making effective use of the available display space has long been a fundamental issue in user interface design. We live in a time of rapid advances in available CPU power and memory. However, the common sizes of our computational display spaces have only minimally increased or in some cases, such as hand held devices,

actually decreased. In addition, the size and scope of the
information spaces we wish to explore are also expanding.
Representing vast amounts of information on our relatively smal
...

32 Computing curricula 2001   77%
Journal of Educational Resources in Computing (JERIC) September
2001

33 Vertex-based anisotropic texturing   77%
Marc Olano , Shrijeet Mukherjee , Angus Dorbie
Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on on
Graphics hardware August 2001

> MIP mapping is a common method used by graphics
> hardware to avoid texture aliasing. In many
> situations, MIP mapping over-blurs in one direction to
> prevent aliasing in another. Anisotropic texturing
> reduces this blurring by allowing differing degrees of
> filtering in different directions, but is not as common
> in hardware due to the implementation complexity of
> current techniques. We present a new algorithm that
> enables anisotropic texturing on any current MIP map
> graphics hardware supporting MI ...

34 Plenoptic stitching: a scalable method for reconstructing 3D   77%
interactive walk throughs
Daniel G. Aliaga , Ingrid Carlbom
Proceedings of the 28th annual conference on Computer graphics and
interactive techniques August 2001

> Interactive walkthrough applications require detailed
> 3D models to give users a sense of immersion in an
> environment. Traditionally these models are built
> using computer-aided design tools to define geometry
> and material properties. But creating detailed models
> is time-consuming and it is also difficult to reproduce
> all geometric and photometric subtleties of real-world
> scenes. Computer vision attempts to alleviate this
> problem by extracting geometry and photogrammetry

from images of the real ...

35 Photorealistic rendering of knitwear using the lumislice   77%
Ying-Qing Xu , Yanyun Chen , Stephen Lin , Hua Zhong , Enhua Wu ,
Baining Guo , Heung-Yeung Shum
Proceedings of the 28th annual conference on Computer graphics and
interactive techniques August 2001

We present a method for efficient synthesis of
photorealistic free-form knitwear. Our approach is
motivated by the observation that a single
cross-section of yarn can serve as the basic primitive
for modeling entire articles of knitwear. This primitive,
called the *lumislice*, describes radiance from a yarn
cross-section based on fine-level interactions
— such as occlusion, shadowing, and multiple
scattering — among yarn fibers. By
representing yarn as a sequence of identical ...

36 Texture synthesis over arbitrary manifold surfaces   77%
Li-Yi Wei , Marc Levoy
Proceedings of the 28th annual conference on Computer graphics and
interactive techniques August 2001

Algorithms exist for synthesizing a wide variety of
textures over rectangular domains. However, it
remains difficult to synthesize general textures over
arbitrary manifold surfaces. In this paper, we present
a solution to this problem for surfaces defined by
dense polygon meshes. Our solution extends Wei and
Levoy's texture synthesis method [25] by generalizing
their definition of search neighborhoods. For each
mesh vertex, we establish a local parameterization
surrounding the vertex, use thi ...

37 The digital atheneum: new approaches for preserving, restoring   77%
and analyzing damaged manuscripts
Michael S. Brown , W. Brent
Proceedings of the first ACM/IEEE-CS joint conference on Digital
libraries January 2001

This paper presents research focused on developing new techniques and algorithms for the digital acquisition, restoration, and study of damaged manuscripts. We present results from an acquisition effort in partnership with the British Library, funded through the NSF DLI-2 program, designed to capture 3-D models of old and damaged manuscripts. We show how these 3-D facsimiles can be analyzed and manipulated in ways that are tedious or even impossible if confined to the physical manuscript. ...

38 A continuous clustering method for vector fields   77%

H. Garcke , T. Preu?er , M. Rumpf , A. Telea , U. Weikard , J. van Wijk
Proceedings of the conference on Visualization '00 October 2000

39 Orchestrating a mixed reality performance   77%

Boriana Koleva , Ian Taylor , Steve Benford , Mike Fraser , Chris Greenhalgh , Holger Schnädelbach , Dirk vom Lehn , Christian Heath , Ju Row-Farr , Matt Adams
Proceedings of the SIGCHI conference on Human factors in computing systems March 2001

A study of a professional touring mixed reality performance called Desert Rain yields insights into how performers orchestrate players' engagement in an interactive experience. Six players at a time journey through an extended physical and virtual set. Each sees a virtual world projected onto a screen made from a fine water spray. This acts as a traversable interface, supporting the illusion that performers physically pass between real and virtual worlds. Live and video-based observations o ...

40 Adaptive unwrapping for interactive texture painting   77%

Takeo Igarashi , Dennis Cosgrove
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

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